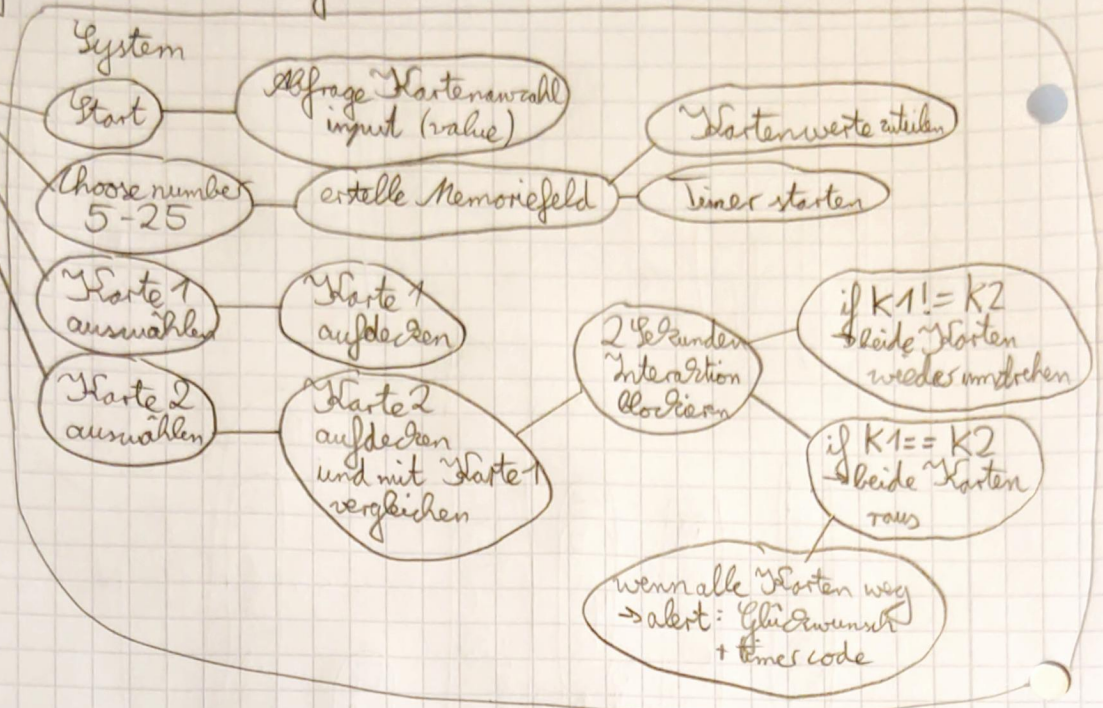
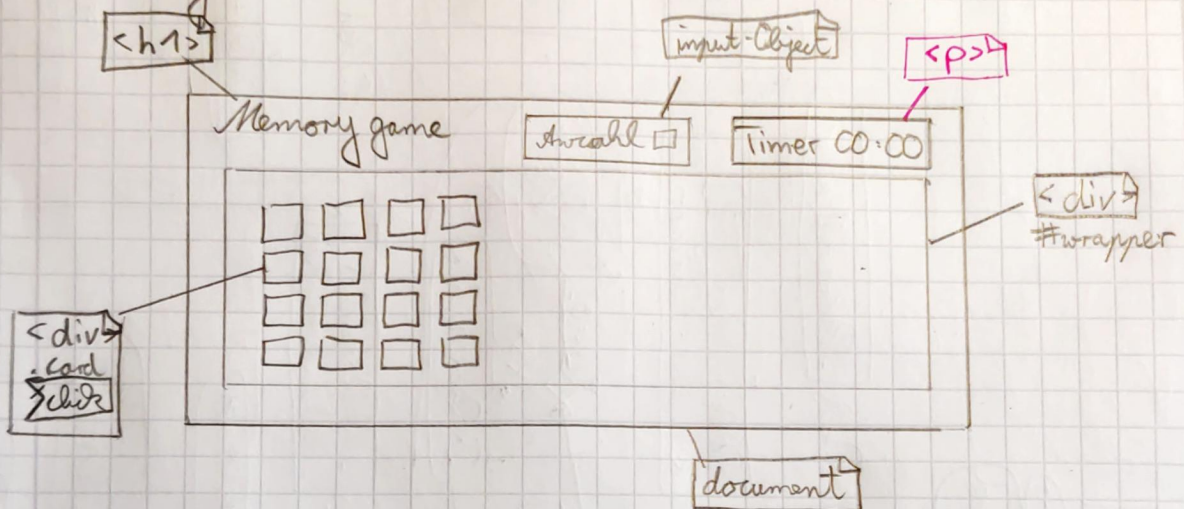


Memory: Use Case Diagram

Griebri

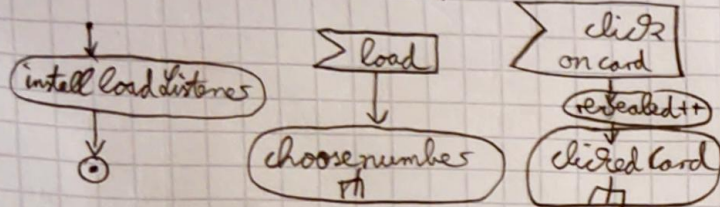


Memory: UI-Skizze

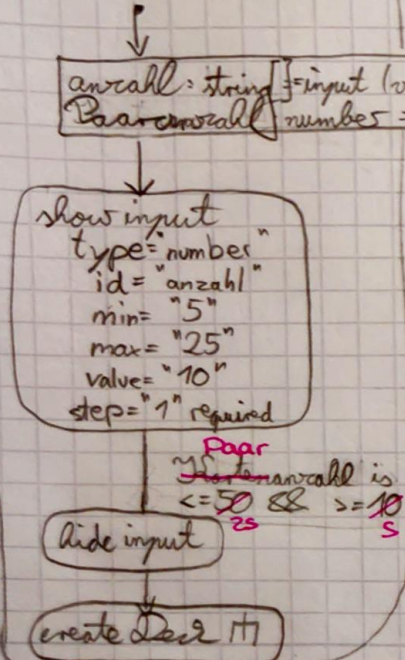


Memory: Activity Diagram

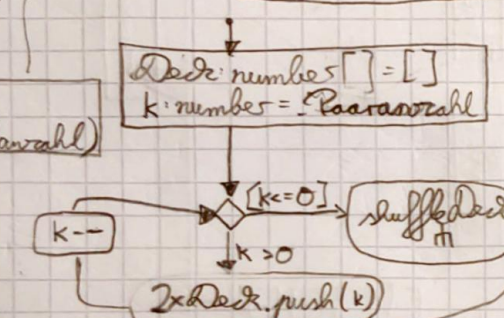
let revealed: number ~~0~~ ~~0~~ 0



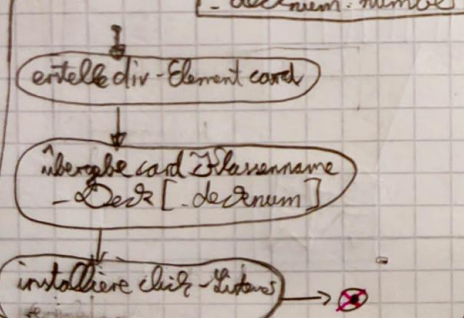
choose number



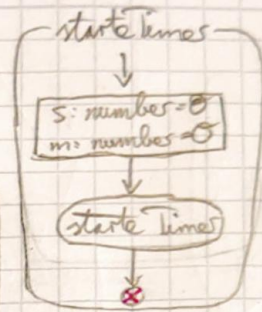
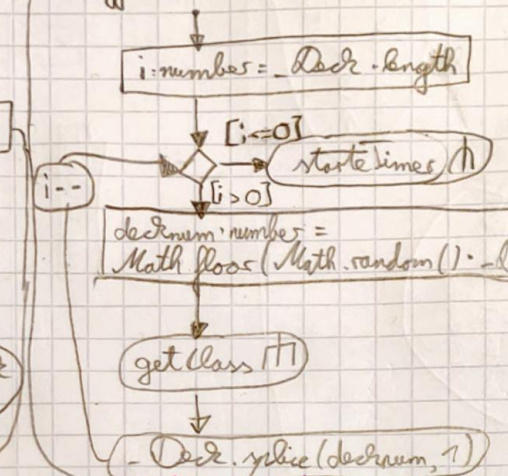
create Deck - Parameterzahl: numbers



get Class - Deck: numbers, decknum: numbers

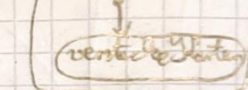


shuffle Deck - Deck: numbers[]

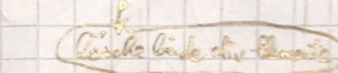


kontrolliert von Renja

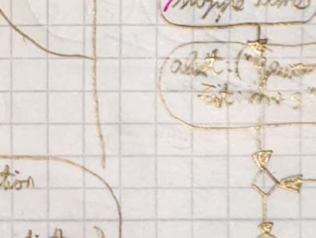
16 Match



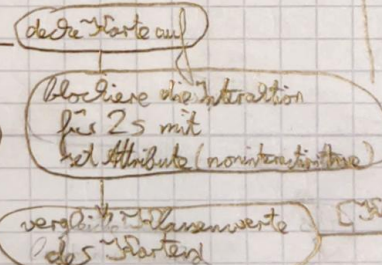
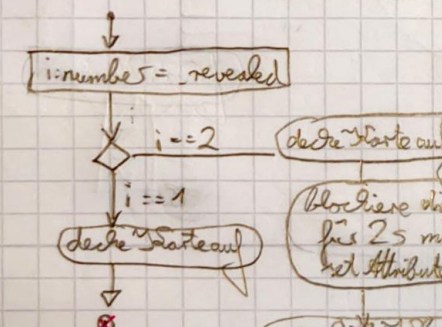
Match



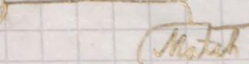
Deck.length == 0? neues Array



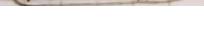
clicked Card - revealed: numbers



Parameterwert gleich

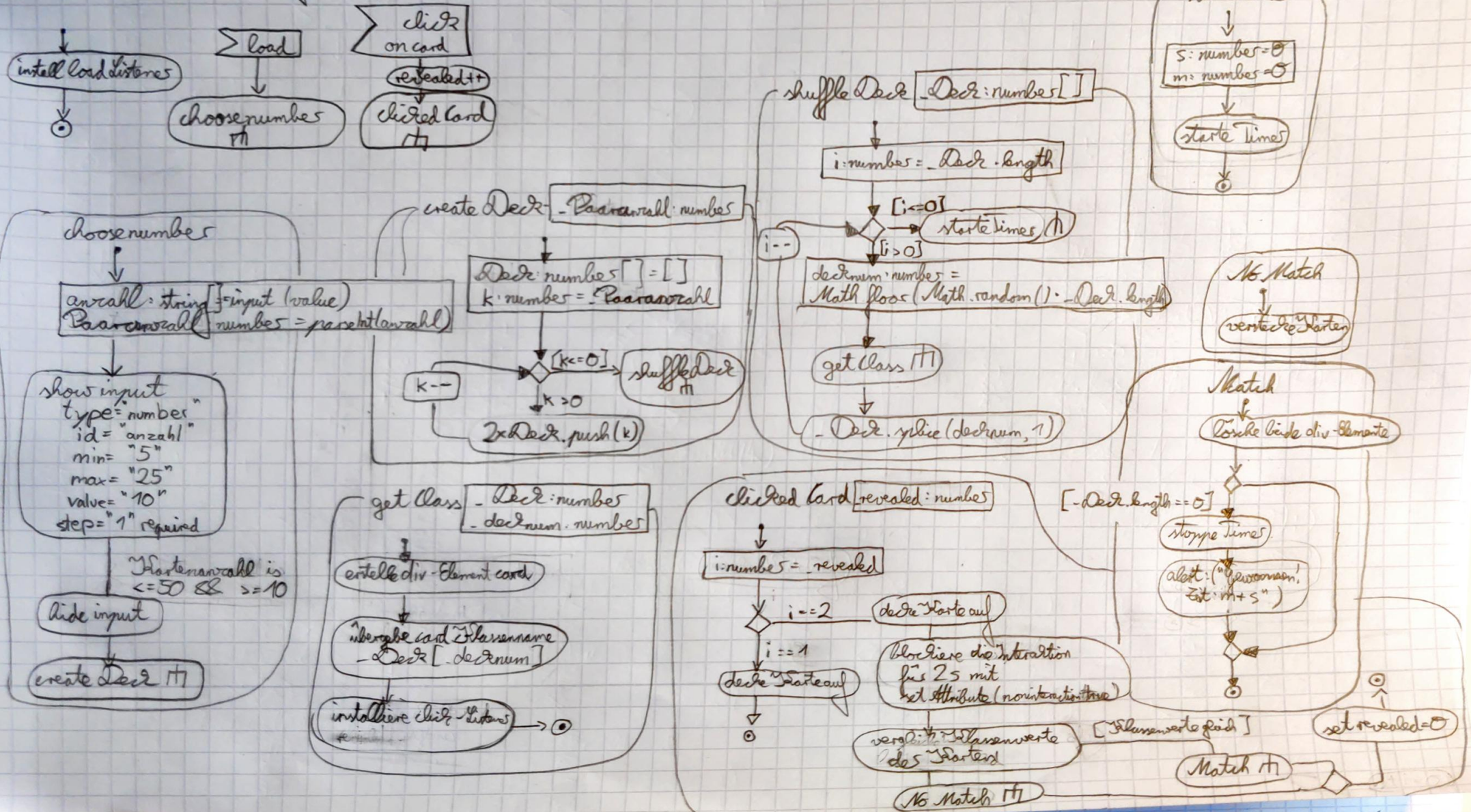


16 Match



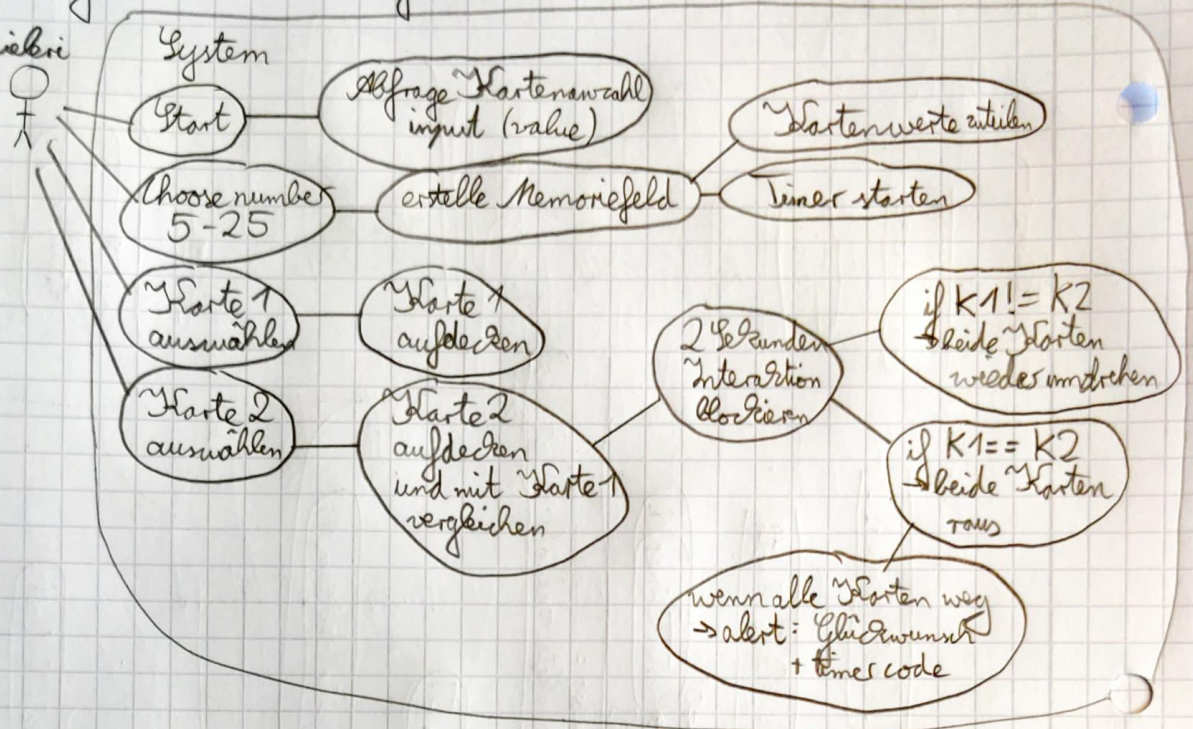
Memory: Activity Diagram

let revealed: number[] = []



Memory: Use Case Diagram

Griebi



Memory: UI-Scribble

